CS-499-11429  
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5-1 Journal: Computer Science Trends and Artifact Update

The two trends I decided to discuss are Generative AI, and the future of Virtual Reality and Augmented Reality. Generative AI is constantly evolving and going to change how organizations work in the future. Not only will generative AI have a huge impact on the economy but also the impact on society. VR and AR are more focused on the immersive technology of putting technology directly in your hands to control not to mention changing how some aspects of life are experienced.

AI is still very new and already making huge changes in not only computer science but in all fields. Within computer science it is changes how some people code, it is changing the learning environment. It also fundamentally is changing job prospects within the computer science field. With it introducing new jobs based around AI and making others completely obsolete. AI has huge potential to change the field of computer science in terms of how programmers code but also how it will be utilized to solve bigger questions within the field of computer science thanks to new AI teaching methods. VR and AR was a trend that was growing in popularity extremely rapidly before AI really shined. VR and AR are changing the way in which some aspects of computer science are being worked on and utilized.

AI is making the lives of consumers and workers exponentially easier. The trend of AI is incredibly useful in terms of information dispersal. But Although AI has many positive changes in which it can impact consumers, and workers there are also negatives. AI has become so wildly accepted that some consumers and workers are utilizing for 100% of their work and relying on it completely without ensuring the information they are being told is correct. This is extremely dangerous and reminds me of when Wikipedia first started getting popular in which you did not want to cite it as mistakes got through and if you did not confirm the information it could lead to major difficulties. VR and AR are interesting as I feel it has not currently had the largest impact on the average consumer or worker as the price point is steep and can lead to many people being unable to experience it. I think in time as the price point lowers and more people gain access to the technology it could encourage a change in the way not only people experience information and entertainment but also how workers potentially work. Having the ability to utilize a room wide environment during the creative process could allow for faster industry growth. AI will almost certainly have an impact or fit in with my career interests and aspirations as I have always been very interested within the field of Artificial Intelligence and the potential that could bring to help people in the future. As for VR and AR I am unsure how it will fit into my career or aspirations, I have never been entirely interested in either and would be curious how it expands and how my interest on the subjects of VR and AR will grow overtime.

The course outcomes I have achieved so far are the following:

* “Employ strategies for building collaborative environments that enable diverse audiences to support organizational decision making in the field of computer science.”
* “Design, develop, and deliver professional-quality oral, written, and visual communications that are coherent, technically sound, and appropriately adapted to specific audiences and contexts.”
* “Design and evaluate computing solutions that solve a given problem using algorithmic principles and computer science practices and standards appropriate to its solution, while managing the trade-offs involved in design choices (data structures and algorithms)”

The course outcomes that remain for enhancement three are:

* “Demonstrate an ability to use well-founded and innovative techniques, skills, and tools in computing practices for the purpose of implementing computer solutions that deliver value and accomplish industry-specific goals (software engineering/design/database)”
* “Develop a security mindset that anticipates adversarial exploits in software architecture and designs to expose potential vulnerabilities, mitigate design flaws, and ensure privacy and enhanced security of data and resources.”

Status Checkpoints for All Categories

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| --- | --- | --- | --- |
| Checkpoint | Software Design and Engineering | Algorithms and Data Structures | Databases |
| Name of Artifact Used | Artifact Name: SpaceShip Escape!!!  Origin: IT-140-Final Project | Artifact Name: SpaceShip Escape!!!  Origin: IT-140-Final Project | Artifact Name: SpaceShip Escape!!!  Origin: IT-140-Final Project |
| Status of Initial Enhancement | Enhancements Completed | Enhancements Completed | Enhancements Completed |
| Submission Status | Submitted with feedback from the instructor | Submitted with feedback from the instructor | Submitted |
| Status of Final Enhancement | Feedback was applied, and the final polish was applied | Feedback was applied, and the final polish was applied | Planned but not yet completed |
| Uploaded to ePortfolio | Planned but not yet completed | Planned but not yet completed | Planned but not yet completed |
| Status of Finalized ePortfolio | Planned but not yet completed | Planned but not yet completed | Planned but not yet completed |

Since you mentioned in my feedback you were happy with my enhancement updates for enhancement one and two and met my worked-on outcomes so far would you say they are final project ready, and I can start uploading them for the ePortfolio? Thank you so much for any feedback just want to make sure I do not make any mistakes.

References:

* Matthews, P. (2018, May 1). *The future of VR and Ar*. IEEE Computer Society. https://www.computer.org/publications/tech-news/trends/the-future-of-vr-and-ar
* Webb, H., Jacobson, M., & Chuatico, M. M. (2024, August 9). *New and Future Computer Science and Technology Trends*. ComputerScience.org. https://www.computerscience.org/resources/computer-science-trends/